NICKELODEON

GO DIEGO GO!™

GREAT DINOSAUR RESCUE

EVERYONE

E

CONTENT RATED BY ESRB

2K play

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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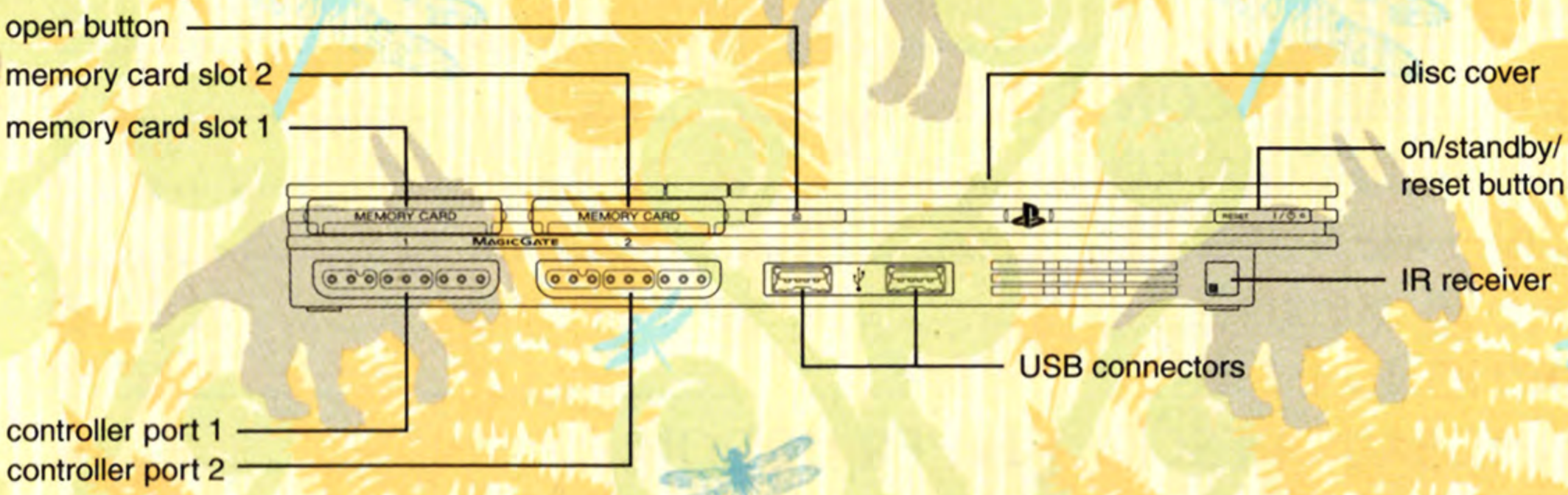
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Go Diego Go! Great Dinosaur Rescue disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
directional buttons
left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

GAME MENU CONTROLS

left analog stick	Scroll through menu options
directional buttons	Scroll through menu options
⊗ button	Accept
◉ button	Back
SELECT button	Option Menu (only on Mission Select Menu)

IN-GAME CONTROLS

left analog stick	Move / Scroll through Rescue Pack and Click The Camera menus / Interact with mini-missions
directional buttons	Scroll through Rescue Pack, Click and Dinosaur Call menus
⊗ button, ◉ button, △ button, ▣ button	Jump and interact with objects / Speed up vehicles or dinosaur
SELECT button	Skip the current cut scene
START button	Pause the game and open the In-Game Menu

Note: During the mission, you will need to press the **⊗ button** to jump and interact with objects on your rescue mission. You can also do this by pressing the **◉ button**, **△ button**, or **▣ button**.

MAIN MENU

After pressing the **⊗ button** on the opening Title Screen, you will be taken to the Main Menu. Here you will see the following three options:

- **Dinosaur Rescue** – Takes you to the main Dino Rescue mission. From there, you can start a new mission or continue an existing saved mission (see page 10).
- **Prehistoric Racers** – Allows one or two people to race through many of the riding games found throughout the main Dinosaur Rescue mission (see page 21).
- **Extras** – Watch a DVD preview of Go, Diego, Go! episodes, or view the Credits (and watch out for a surprise as Diego and his friends take you through a list of the people who helped this game evolve).

PAUSE MENU

You can bring up the Pause Menu at any point in the Dinosaur Rescue mission by pressing the ⊗ **button**. This will pause the mission until you choose to resume it. You can select the following options:

- **Resume** – Return to the mission.
- **Options** – Access the Options Menu.
- **Quit** – Stop the current mission, losing all progress, and return to the Main Menu.

OPTIONS MENU

The Options Menu can be accessed from the Pause Menu or the Mission Selection Menu. When you are on the Options Menu, you can adjust the following settings for your game:

- **Auto-Save** – Choose whether or not the game will automatically save your progress.
- **Dinosaur Rescue Helper Option** – Turn on/off this assistance feature (see below).
- **Sound Options** – Adjust the volume levels for the Voice, Effects and Music.
- **Vibration** – Turn your DualShock® Analog Controller vibration function ON/OFF.

DINOSAUR RESCUE HELPER OPTION

Even Dinosaur Rescuers like Diego need a helping hand. That's why the Dinosaur Rescue Helper Option allows a grown-up or older sibling to use a second controller from time to time to assist the little rescuer playing the game. At any time during most Completion Games (see page 17), a second player can help out by performing the same action on his or her controller, thus increasing the speed at which the Completion Meter fills.

Whenever you see this icon appear in the lower-right corner of the screen, a second player can help out by using a second controller. When the second player presses a button on his or her controller, this icon will glow.

The Dinosaur Rescue Helper Option can be turned on and off in the Options Menu. You will also be given the option to turn this feature on or off when you start your Dinosaur Rescue mission.

DINOSAUR RESCUE MODE

¡Al rescate! To the rescue!

The Dinosaur Rescue mission is the primary mode of the game. While you travel through the Cretaceous period to return Maia the Maiasaura to her family on Egg Island, you'll also need to help all kinds of dinosaurs on five different rescue adventures! Move along the Rescue Trail to encounter many dinosaurs that need your help in mini-missions, including Completion Games, Rescue Pack Games, Click the Camera Games, and Travel Games.

Your prehistoric journey through the Time of the Dinosaurs will include:

- **Cretaceous Jungle** – The adventure starts here, as you help Diego and Baby Jaguar make their way through a dense, prehistoric jungle.
- **Watery Bog** – Help Diego, Baby Jaguar, Alicia and Maia the Maiasaura rescue other dinosaurs in this swampy area.
- **Muddy Forest** – Make your way through this muddy wooded area while helping more dinosaurs in need.
- **Volcano Cliffs** – Brave this rocky, barren environment to help the dinosaurs that live there.
- **Egg Island** – Set out over the grassy plains to help Diego and his Rescue Team reunite Maia with her family, and you'll be able to say:

¡Misión cumplida! Dinosaur Rescue complete!

THE MISSION

While visiting a Dinosaur museum, Diego, Alicia, and Baby Jaguar saw an exhibit about a brave Maiasaura named Maia, who got separated from her family. To the rescue! Diego and the Rescue Team decided to jump back to the Time of the Dinosaurs to bring Maia back to her family on Egg Island! Help Diego, Baby Jaguar and Alicia reunite Maia with her family AND rescue other lost & hungry dinosaurs on the way. ¡Al rescate!

THE RESCUE TEAM

Diego

A rough-and-tumble Animal Rescuer, Diego is ready to tackle any challenge … even rescuing dinosaurs! All he needs is help from a rescuer like you!

Baby Jaguar

An excellent swimmer, climber and jumper, Baby Jaguar came to the Cretaceous period all the way from the rainforest to help his best friend Diego. He can search places Diego can't go himself – with a little help from you, of course!

Rescue Pack

Able to transform into anything Diego needs, Rescue Pack is always ready for a rescue! Just say the word "¡Actívate!" and then help Rescue Pack turn into whatever Diego needs!

Click the Camera

This talented telescopic camera can help you and Diego locate any dinosaur in trouble.

Alicia

Diego's sister helps on this adventure by finding important information and relaying it to you and Diego via Video Watch.

The Silly Dinos

These mischievous dinosaurs must be the Bobo Brothers' ancestors – because they're always causing trouble and getting in the way of the rescue. Help Diego stop their silliness. Freeze, Silly Dinos!

Maia the Maiasaura

She lost her family while trying to protect them from Troodon dinosaurs, and now Diego is helping her to find them again. She'll help you and Diego cross the prehistoric landscape to reach her family!

SELECTING A NEW MISSION / SAVED MISSION

To start playing in Dinosaur Rescue Mode, you'll need to use a Save Game slot.

There are three Save Game slots available on this screen. To help keep track of your game, each slot is represented by a different dinosaur footprint.

Remember the footprint for your profile, so you'll know which one to choose when continuing your mission later.

Move the **left analog stick** left or right to choose an empty slot or a previously saved game, as described below. Then press the ⊗ **button** to begin.

New Game: The slots that say "New Game" are empty. If you select an empty slot, you will start a new Dinosaur Rescue from the beginning. Your progress will be saved to this slot, as well as any adjustments you make to the Options settings.

Saved Games: You can continue a previously saved game by selecting a slot that has already been filled. The previously saved game slots will display the name of the mission you were on during the last save.

Note: During a mission, your game will automatically save at the end of each section, unless you choose to turn the Auto-Save option off in the Options Menu.

MISSION SELECTION MENU

After loading a saved game, you will see the Dinosaur Rescue book, which serves as your level select menu. Each screen shows one full mission, and each patch represents one of the five sections of the mission. Just move the **left analog stick** left or right to cycle through the patches, and press the ⊗ **button** to select the one you want to begin. By default the next section you need to play will be highlighted when you load up your saved game.

Note: Action Patches and Prehistoric Explorer Patches will be dark if you have not collected enough stamps to earn them. You can replay the sections for another chance to earn the patch.

Options: Pressing the **SELECT button** will access the Options Menu. Any changes made to the Options Menu will be saved in this profile only and will not affect the other saved game profiles.

RESCUE COLLECTIBLES

Prehistoric Explorer Stamps: Collect all the Prehistoric Explorer Stamps! You can find Prehistoric Explorer Stamps scattered and hidden throughout the first and second sections of each rescue mission. Some of these may be found along the trail; others are hidden in bushes, trees, or logs. Collect enough stamps on each mission, and you'll earn a Prehistoric Explorer Rescue Patch for your Dinosaur Book! As you collect these Prehistoric Explorer Stamps, the meter in the upper left-hand corner of the screen will begin to fill. By filling up this meter, you will earn the appropriate Prehistoric Explorer Patch. You don't need to collect every stamp in the mission – just enough to fill the meter. You can try to collect them all though!

Action Stamps: Action Stamps can be found throughout each Travel Game. The Action Stamps match the type of vehicle or transportation you're using in that Travel Game. If you help Diego collect them all in a single play, you'll earn a unique Action Patch for your Dinosaur Book! As you collect these Action Stamps, the meter in the upper-left corner of the screen will begin to fill. You will need to collect every Action Stamp to fill the meter completely and earn your Action Patch.

Items: During your rescue mission, Diego will encounter some dinosaurs that need food or other items. You'll need to help Diego collect what these dinosaurs need throughout the Dinosaur Rescue mission. As you collect the needed items, the meter in the upper right-hand corner of the screen will begin to fill. Even a single item will satisfy the dinosaur that wants it, but the more you collect, the happier the dinosaur will be.

Dinosaurs: Diego will also encounter some dinosaurs that have gotten lost, or separated from their families. Diego needs your help to find them and lead them home. Find them so that they'll follow Diego and Baby Jaguar to their destination.

INTERACTIVE OBJECTS

Throughout your Dinosaur Rescue mission, Diego will need to interact with many things in the environment. Diego can simply jump or drop onto some, while others require the player to press the ⊗ **button**, or perform a simple action to make them work.

Basic Objects: Diego can interact with these things by jumping onto them, or dropping onto them.

- Bouncy Leaves
- Venus Flytrap Catapults
- Fling Leaves
- Underground Tunnels
- Brachiosaurus Slides
- Hollow Tree Stumps
- Vine Ziplines

Action Objects: Diego can perform special actions by interacting with these objects. Try them all.

- Swinging Vines
- Vine Ladders
- Rock Climbing Walls
- Lily Pads
- Friendly Pteranodons
- Vine Monkey Bars
- Off-road Board Hills
- Pogo Stick Stumps

Searchable Objects: These objects glow to let you know that you can search them. By pressing the ⊗ **button** while the object is glowing, Diego or Baby Jaguar will use their special skills to find what might be hiding in there.

In some cases, Baby Jaguar will simply search the object for anything hidden. In other cases, you will need to make a motion to help Diego search the object.

- Piles of Rocks
- Dry Trees
- Dirt Piles
- Flat Rocks
- Flowers
- Piles of Leaves
- Tall Weeds
- Shakeable Trees

RESCUE TRAIL

Help Diego and Baby Jaguar travel along the trail! As you move along the trail, you'll be able to explore things in the environment as well as reach the Completion, Selection and Travel Games. You'll also need to help Diego collect things and find dinosaurs.

At times, as you play, special meters and icons will appear on the screen. These include:

Dinosaur Explorer Stamp Meter: This is a vertical meter on the upper left-hand side of the screen that fills up as you collect Dinosaur Explorer Stamps along the trail by recovering them from searchable objects. For additional information, see the Dinosaur Explorer Stamps section of this manual.

Dinosaur/Item Collection Meter: This is a vertical meter on the upper right-hand side of the screen that fills up as you collect either items for the dinosaurs or missing dinosaurs themselves. Once the meter is full, you've collected enough items or found all the dinosaurs. You don't really need to collect all of the items or dinosaurs to complete the mission, but daring Dinosaur Rescuers might want to try to fill that meter!

Control Icon: This icon will show you an example of the motion you need to make with the **left analog stick**, or which button you should press.

Video Watch Alert: Alicia will pop up on Diego's Video Watch to alert you to a dinosaur that needs help or to share valuable information.

COMPLETION GAMES – STOP AND SAVE THE DAY!

Get ready for a BIG rescue mission! Along the trail, Diego needs YOUR help to perform certain actions, like trumpeting, stomping, helping Maia swat mudballs, and more in order to help his dinosaur friends.

In these "Completion Games," you need to perform the action with the **left analog stick** to fill the Completion Meter. Once the meter is full, you've completed that part of the rescue and can keep going! Dino-might!

During the rescue, special meters and icons will appear on the screen. These include:

Completion Meter: This is a vertical meter on the upper right-hand side of the screen that fills up as you perform the motion shown. Once the meter is full, you've completed that mini-mission and can keep going!

Control Icon: This icon will show you an example of the motion you need to make with the **left analog stick** (and sometimes the **right analog stick**), or which button you should press.

Dinosaur Rescue Helper Icon: Prehistoric help! Whenever you see this icon appear in the lower right-hand corner of the screen, a second player can help out by using a second controller. When the second player presses a button on his or her controller, this icon will begin to glow. See the Dinosaur Guide Helper section for additional information.

TRAVEL GAMES – RIDE TO THE RESCUE!

Let's ride! In each mission, you'll need to help Diego ride on Maia the Maiasaura or drive a Dinosaur Rescue vehicle

across a stretch of prehistoric landscape. These games have a different viewpoint: from behind the characters. Steer Maia the Maiasaura or the vehicle, avoid obstacles, and collect Action Stamps by moving the **left analog stick** left or right. Press or tap the ⊗ **button** to speed up or even charge right through obstacles. Collect all of the Action Stamps and you'll earn an Action Patch for that type of transportation.

During the ride, special meters and icons will appear on the screen. These include:

Action Stamp Meter: This is a vertical meter on the upper left-hand side of the screen that fills up as you collect Action Stamps along the trail. For additional information, see the Action Stamps section of this manual.

Travel Meter: This is a meter on the upper right-hand side of the screen that is used during Travel Games. This vertical meter has a vehicle (or a dinosaur) icon that moves from one end to the other, indicating how close you are to reaching your destination.

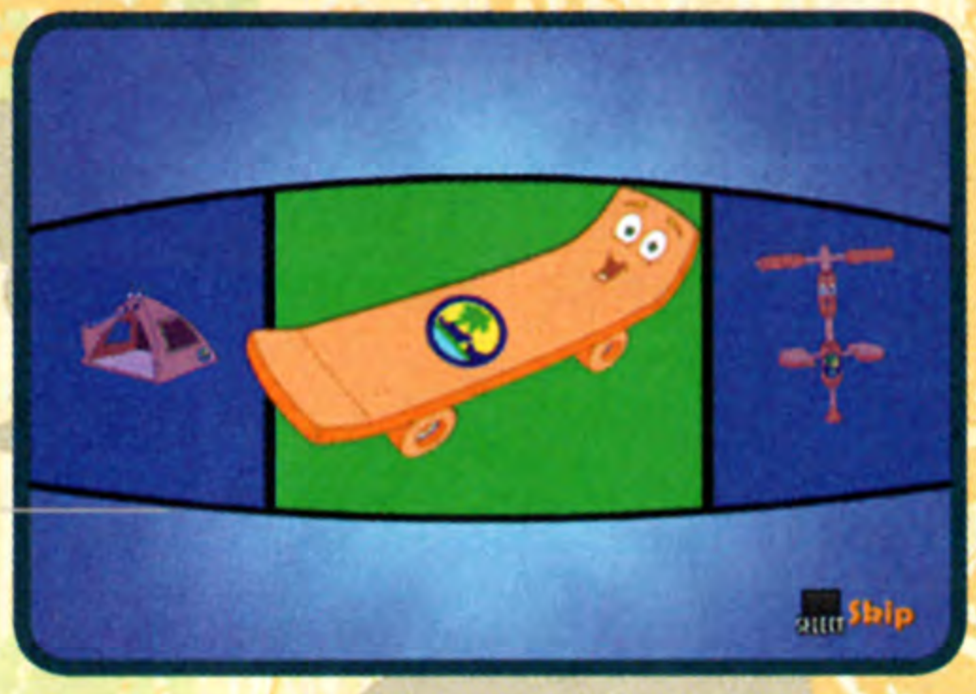
Control Icon: This icon will show you an example of the motion you need to make with the **left analog stick** (and sometimes the **right analog stick**), or which button you should press.

Push And Hold ⊗ button Icon: Push and hold down the ⊗ **button** to speed up in this Travel Game. You will continue to move fast while holding down the ⊗ **button**.

Tap the ⊗ button Icon: Rapidly press & release the ⊗ **button** to go faster.

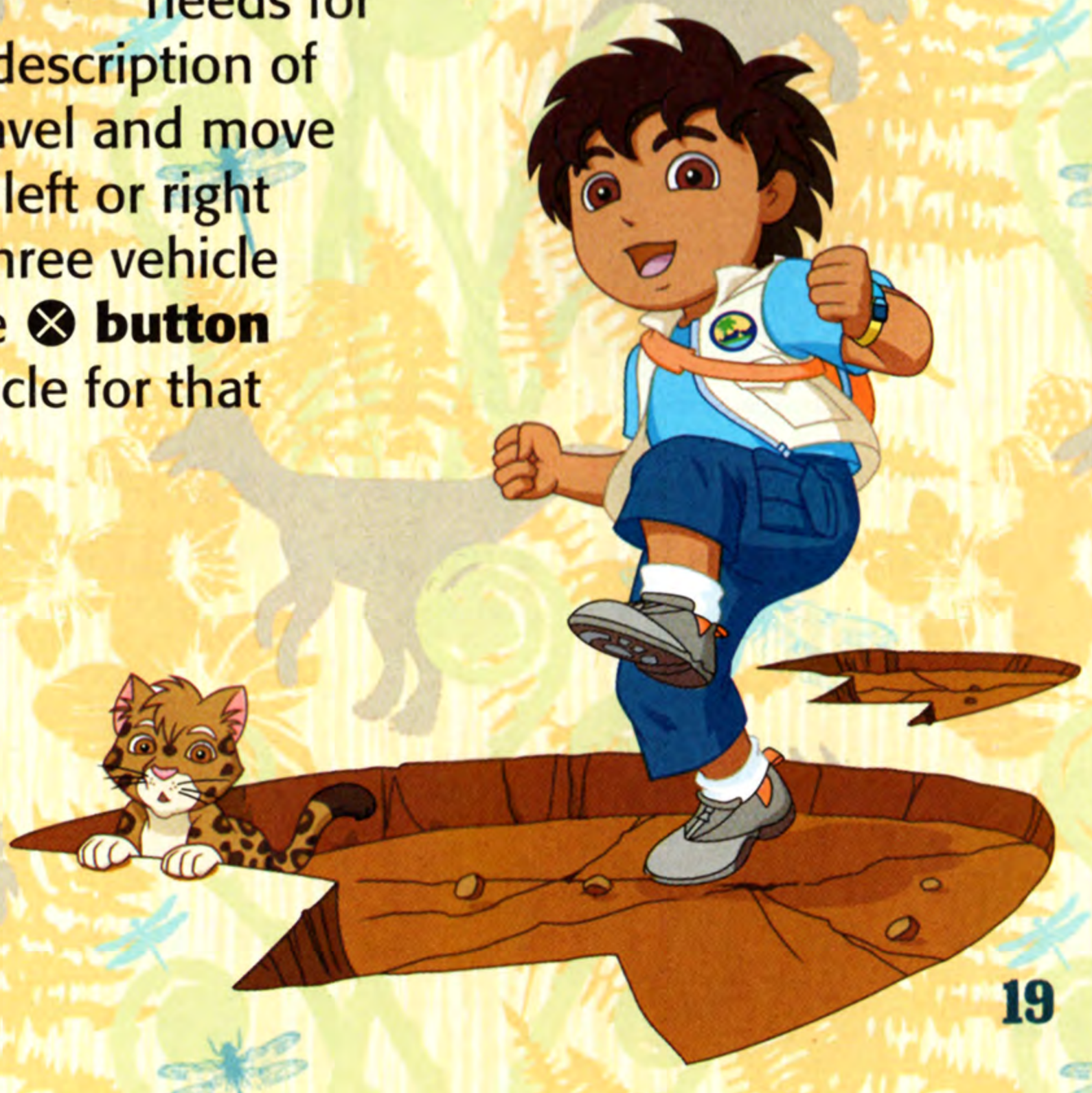
Special Speed Boost: Help Maia pick up some food to run faster! Picking up berries gives Maia a burst of energy to run faster for a short while.

RESCUE PACK GAMES - ¡ACTÍVATE!



Rescue Pack has got your back! He can help you and Diego by turning into many of the vehicles you need for the Travel Games, such as the Dino Glider, the Dino Rescue Truck and the Rubber Raft. Help Diego pick the Rescue Pack vehicle he needs for the job. Listen to the description of where you need to travel and move the **left analog stick** left or right to cycle through the three vehicle options, and press the ⊗ **button** to select the best vehicle for that location.

¡Excelente!



CLICK THE CAMERA GAMES – TAKE A PIC!

Click the Camera can help you and Diego locate any dinosaur in trouble. When there's a dinosaur in need of your help, Click will appear and ask you to help find it, either by choosing the picture that matches Click's description, or by matching the dinosaur's call.

Picture – Listen to the description of the dinosaur that needs help and then find that dinosaur in Click. move the **left analog stick** left or right to cycle through the three dinosaurs shown, and press the ⊗ **button** to make your selection.

¡Fantástico!

Dinosaur Call – After hearing the dinosaur call that Click plays for you, move the **left analog stick** to the left or right to cycle through pictures of three different dinosaurs and listen to their calls.

Press the ⊗ **button** when you hear the call that Click played for you at the start.

PREHISTORIC RACER MODE

In Prehistoric Race Mode, one or two rescuers can play a riding game with a choice of many of the vehicles from the Dinosaur Rescue Mission. Unlike a traditional race, you aren't trying to outrun the other player. Instead, you are trying to pick up as many colored racer stamps as you can. At the end of the race, all the stamps collected by the rescuers are counted to determine the winner.

Racer Stamps: Your goal is to pick up as many colored Racer Stamps as possible. The orange Racer Stamps are for Diego and the purple Racer Stamps are for Alicia.

Note: You can only collect your color Racing Stamps. You will not be able to collect the other player's color of Racing Stamps. So keep your eyes open!

SELECTING THE NUMBER OF RACERS

On this setup screen, the racers participating should press the ⊗ **button**. The players' characters will pop up. Player 1 is Diego and Player 2 is Alicia.

CHOOSING VEHICLES

Player 1 can press the **left analog stick** to the left or right to cycle through the vehicles available for the race. Once both players agree on their vehicles, both players should press the ⊗ **button** to begin.

WINNING MEDALS

When the race is over, the stamps collected by the racers are counted to determine the medals earned. The more stamps collected, the better the medal. You can earn a bronze, silver, or gold medal.

REGISTER WITH US!

Have your parents go to www.2kplayreg.com to register your game with us.

Benefits include exclusive info on our latest games, tips and hints and more!

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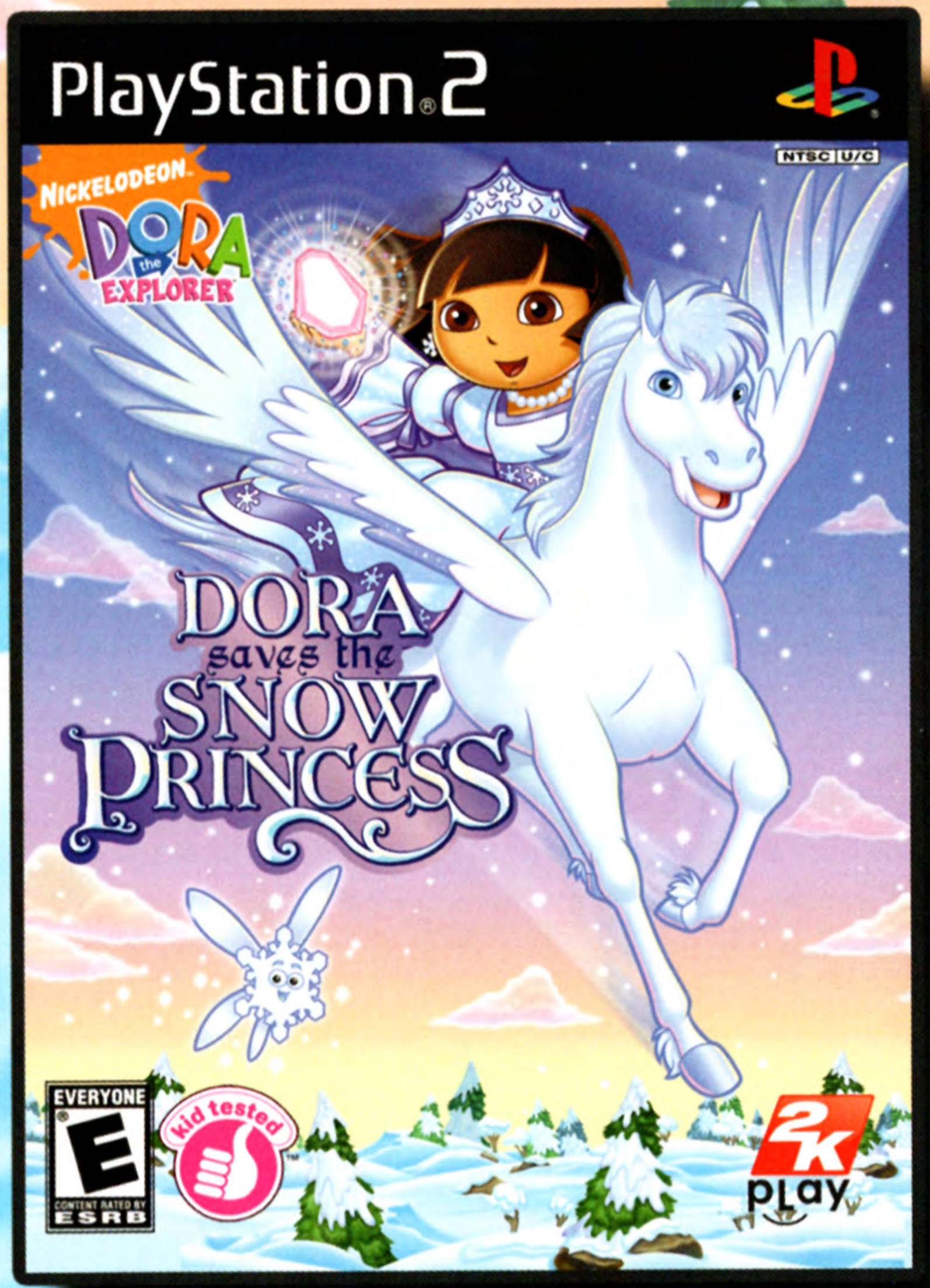

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PlayStation 2

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